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Arcadians
3626 Morrie Drive
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Dear Bob

Here is an item that may be of interest to serious music makers;;

One can now go back and correct or change any part of a music program, without disturbing the rest of the program..
Add the following line statements to the Bally 3 Voice Music-Composer-Player program;;

```
105 IF T=-3 GOSUB 200
125 IF T=-2 PRINT P+1, #4, %(P)÷256+127, %(P+1)÷256+127, %(P+2)÷256+127,
    %(P+3)÷256+127
200 INPUT "# TO BE CHANGED:", ""X; "CHANGE TO:", ""Y; Y=Y-127; IF Y<0Y=Y-1
210 W=%(X+1); %(X)=Y; %(X+1)=W; RETURN
```

Input -2 to see all music except the last four inputs.. (Input in the T mode) The memory space of the beginning of each chord-bar, followed by the four notes of the chord-bar will be shown. Make a note of any changes to be made, input -3, input memory space number to be changed, and then the new number to be changed to.. That is it..
For notes less than 127, the following works;
%(-nnnnn) = %(-nnnnn) ± nnn (Works on other things also)

I have found the machine code for BC, FC, CY, CX, but have not be able to locate the &.. Do you have anything that might help me..

Still having fun,

Jim

Jim Dunson